Hi-Res

MasterType™

The Typing Instruction Game

by Bruce Zweig

NOW   IS   THE   TIME

FOR   ALL   GOOD   MEN

for Atari 32K disk

MasterType™
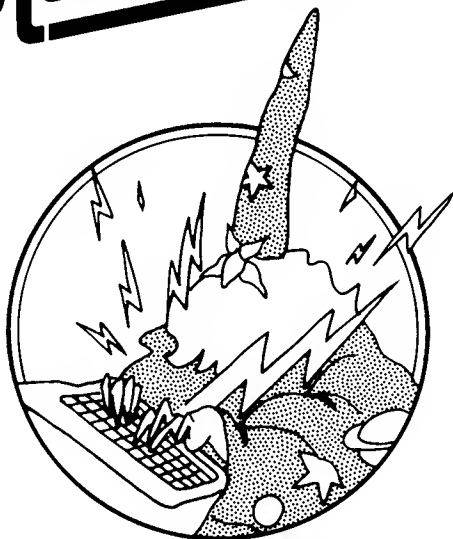
The Typing Instruction Game

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Overview

THE UNIVERSE is not always kind to those who type slowly. There is hope, however, for those who carefully read this manual. It is your guide to survival in interstellar combat.

The **MasterType™** has bestowed this guide on you so that you might study it and thereby become worthy of his assistance in the coming struggle.

The MasterType is a powerful wizard who uses a laser-like Force to defend your Command Ship, which is stationed at the center of the screen. At the beginning of combat enemy word stations will appear in the far corners of the screen and immediately begin hurling missiles at your ship. You must destroy the words before they destroy you.

You direct the MasterType's force by typing one of the four words. Each time you succssfully type a word, the MasterType zaps a blast of energy toward the word, exploding any missile in its path.

In order to successfully work with the MasterType, you will have to learn how to type. Read the next few pages carefully to prepare for combat.

Typing begins at Home

Typing begins with the 8 keys asdf and jkl;. These are the HOME ROW keys and are shaded in on figure 1. This diagram also indicates the correct placement of fingers on the HOME ROW and all other rows.

Typing always begins with fingers correctly placed on the HOME ROW keys. From here you may reach up or down to strike other keys, but you will always return your fingers to the HOME ROW.
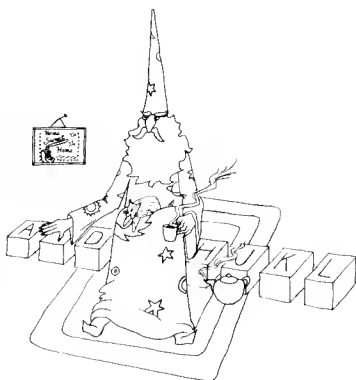
Tutor Note

Although the beginning typist will be eager to play the game, allow time for practice on the keys asdf jkl;. Before starting the first lesson, have the player type the letters in the HOME ROW as you dictate them. Make sure the player uses the right finger to strike each key. This preliminary instruction will make the actual playing time more rewarding and beneficial.
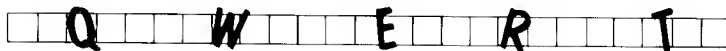
The Atari™ Keyboard.
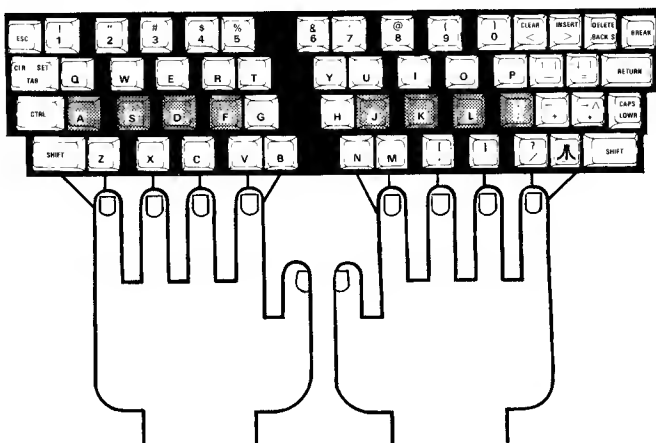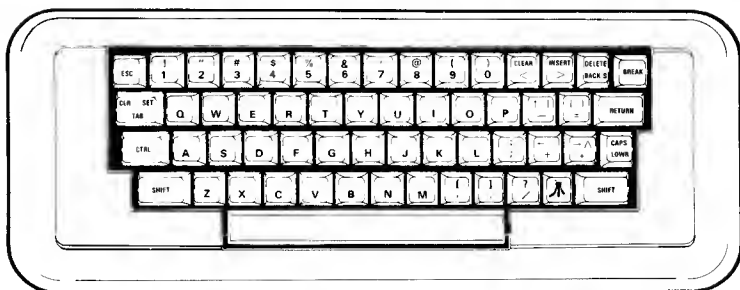
Shaded areas indicate placement of fingers on the home row. Black areas separate the keys controlled by each finger.
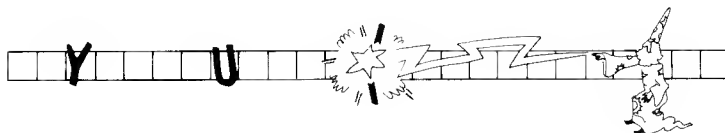
As easy as 1,2,3. . .

The MasterType has requested that all players remember the following three rules before entering combat:

1. Don't leave home!

This means that your fingers stay on the HOME ROW keys whenever they are not pressing other keys. Sit down at the keyboard and put the little finger of your left hand on the letter A. Drop the other fingers down on the S, D, and F keys. The thumb rests lightly on the space bar.

Now put the little finger of your right hand on the ; (semi-colon) key and drop the others lightly down on the L, K, and J keys. Doublecheck the diagram to make sure you have it right.

Now, glancing at the diagram and keeping all other fingers on the HOME ROW keys, move the little finger of your left hand up to the Q key, then back again to its proper place in the HOME ROW.

Next, still keeping all other fingers on the HOME ROW, move the index finger of your right hand down to the N key and then back up to its proper place in the HOME ROW. This demonstrates how you can reach any key on the keyboard from your position on the HOME ROW and return to the HOME ROW afterwards.
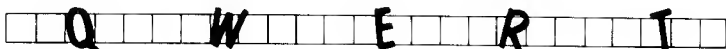
2. Put your best finger forward

To type most accurately and quickly, you must not only hit the correct key, but you must hit it with the correct finger. The keyboard diagram shows which finger to use for each key on the keyboard.

3. Don't look before you leap!

If you look at the diagram before each lesson and practice moving from the HOME ROW to other keys, using the correct fingers, you will gradually be able to play MasterType without looking at the keyboard.

Learning to type is a process of successive mastery. Learn all the keys and the correct finger placements for the HOME ROW, then the next row, the next, and the next, as you progress through the seventeen MasterType Lessons. Practice and gradually master each key until you are able to hit any one with the correct finger and return to the HOME ROW without looking at the keyboard.

Preparing for battle

MasterType will operate on any 32K or 48K Atari 800 or 400. To run the MasterType program, be sure the Basic cartridge is in place, insert the disk in your drive and boot. Booting instructions are in your Atari disk drive manual. Once booting is complete, press RETURN.
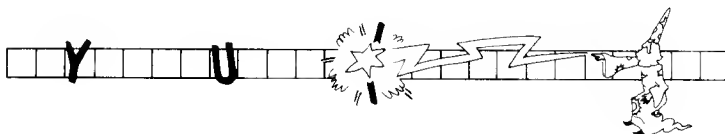
1. The program will then ask you which lesson you want to work on. If you are a beginner, press 1 (on the upper left-hand corner of the keyboard) and then press RETURN.

If you are not a beginner, wait for a second and the list of lessons will appear on the screen. Select an appropriate lesson, enter its number and press RETURN.

2. Once the lesson is selected, MasterType will print some brief instructions. Read the instructions, then press RETURN.

3. At this point a short menu will appear on the screen. You can select one of the five following choices:

P —to play the game at a slow speed (or the most recent speed).

B —an easy version of the game in which each word is only one letter long.

C —change mode. This calls up a more extensive menu that lets you change the

Press **"B"** for beginners.

game speed, call up a new lesson, or switch to upper/lower case and back.
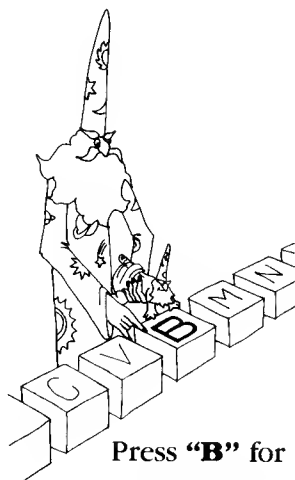
D—turns on a short demonstration of the program.

You can also press RETURN to begin the game.

The menu produced by pressing C is fairly extensive, but it's easy to use. After you've played Lesson 1 a few times you can use it to try out some of the other options.

Meeting the enemy

After you've pressed P or B (RETURN works too) from the menu the battle will begin. One enemy "word" will appear in each corner of the screen. Usually, these words will be regular English words. Sometimes, however, depending upon the difficulty of the lesson you choose, they will be just single letters (for example, A, S, D, and F in Lesson 1), punctuation marks, or symbols.

These "words" are your enemies! They will try to destroy your Command Ship with missiles, satellites and atomic meteors. You must type these words quickly or they will destroy you!

Rules of battle

Remember these two rules as you defend your ship against the enemy:

1. Type only the words, letters, punctuation marks or symbols that you see on the screen. You may type them in any order that you choose.
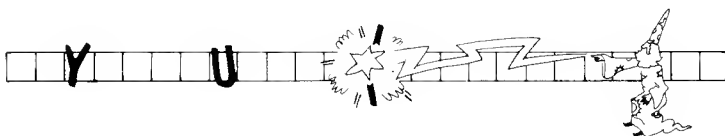
2. If you are not using beginner mode, you must press the space bar after typing each "word". This tells the MasterType that you have finished typing and signals him to release his laser Force against the enemy word and its invading missiles.

If at first. . .

If you make a mistake and fail to destroy the enemy missile on the first try, press the space bar and try again. You will be penalized a few points for making a mistake, but you should have enough time to type the word over again. Another way to correct your mistake is to use the "delete" key to backspace over your mistake and retype it.


Tutor Note

Allow time for the player to practice finger placement above or below HOME ROW before advancing to the later levels of the game.

Helpful hints

Rule 1 states that you can type the words on the screen in any order. But, your first priority should be to hit the missiles which are most threatening to your Command Ship. Therefore, if a missile is getting close to your ship, you should type the word that it's coming from (with a space at the end, of course) before you type any other words that are in a less threatening position.

Your next priority is to get those missiles that are just starting towards you. When a missile is just starting to move, it is near its word. If you blow up the missile at
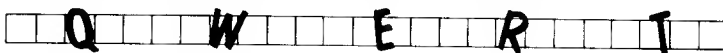
this point, the explosion hits the word itself and blows it up as well. This gives you a lot of extra bonus points and a new enemy word.

Moving forward. . .

After you have played Lesson 1 several times you will be ready to try some of the more advanced features. One area to try is the use of the shift key. To practice using the shift key, press "C" in the main menu (for change) and then "5" in the next menu (for upper/lower case).

The enemy words will now begin with capital letters. To type a capital letter you must press the shift key while you type the letter. To type a capital "F", for example, you press the shift key with the little finger of the right hand while you press "F" with the index finger of the left. When you type letters with your right hand, press the shift key with the little finger of your left hand (the "A" finger). Try to only move one finger when you press the shift key—leave the other fingers in their "home" positions.

Caring for your diskette

MasterType is produced on quality diskettes, and with proper care your disk should be good for many hundreds of executions. Lightning Software recommends that you write protect your disk by placing a tab over the notch on the left-hand side of the disk. This will make it a little more complicated to make your lessons, but is probably worth it for the extra security.
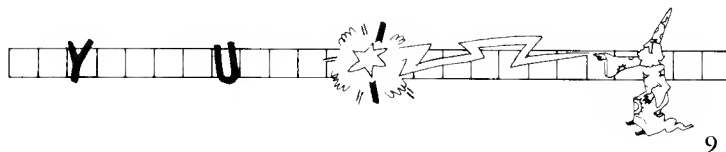
If you purchase a defective diskette, Lightning Software will replace it free of charge if the original and proof of purchase are returned within thirty days of purchase. If the disk is damaged after that, a replacement will be issued for $10.00 upon receipt of the original disk.

Making your own lessons

If you press M after the disk boots, you can make your own lesson. You can use a custom lesson for working on special problems or for additional words to practice on. Many parents and teachers use this to create lists of friends' names or spelling words for grade-school students. Older users can create lists of commonly used words from their own areas of interest.

You need to make one decision before making your own lesson: do you want to store the lesson on the original disk, or on your own disk? Basically, it's easier to save a lesson on the MasterType disk, but it's safer to save it on a separate disk.

If you are very careful in handling your disks, you may store lessons directly on the MasterType disk.

Once you have made your decision, press M to make your own lesson after booting the disk. Then, follow the instructions which appear on the screen.

1. Input explanatory text: this lets you put a short message to the player in the lesson. You can use this to describe the lesson and offer some instructions and encouragement to the player.

2. Press ESC (near the "1" key) when you're done with the short message.

3. Type the words you want to use in the lesson, with a space or RETURN after each one. If you make a mistake in typing a word, you can use the DEL key to correct it. You will also have a chance to correct words before saving the lesson.

4. Forty words are required for each lesson. The maximum length for a word is nine characters. Words may not contain a space (since MasterType uses the space to mark the end of a word). A word can be as short as one character.

5. After you type the fortieth word and its RETURN or space, the program will display all of the words and ask if there are words you want to change. If yes, then follow the instructions to make the change or correction. When you're satisfied with the words, enter 0 (zero) and press RETURN.

6. The program will ask for the lesson name. Make up a name that is six or fewer characters in length and begins with a letter. After typing the name switch disks (if necessary) and press RETURN.
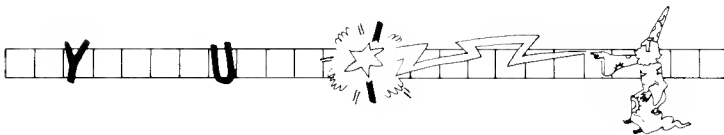
MasterType was originally designed and programmed by Bruce Zweig of Palo Alto, California. Aric Wilmunder programmed the Atari version. The program is written in a combination of assembler language and Basic for maximum speed.

The author wishes to thank Tom Malone (author of *What Makes Things Fun To Learn? A Study of Intrinsically Motivating Computer Games*) and George Johnson of Los Gatos, CA, for their inspiration and encouragement.

This product has been carefully prepared and tested, and has no known defects. However, those who elect to use it do so at their own risk, with full knowledge that neither the author nor Lightning Software will be responsible for any consequences of such use. In no event will Lightning Software or the author be responsible for any direct, indirect or incidental damages.

LIST OF LESSON CONTENTS

Lesson   Contents

Lesson	Contents
1	A S D F G H J K L ; The home row, with each letter a separate word.
2	Two and three letter words on the home row.
3	Three, four and five letter words on the home row.
4	Q W E R T Y U I O P The third row.
5	Short words using the home and third rows together.
6	Harder words on the home and third rows, with some bottom row letters.
7	Z C V B N M , . / The bottom row.
8	Relating first and third row keys to their home row counterparts.
9	Three and four letter words using all the letters.
10	Five letter words using all the letters.
11	Five and six letter words.
12	Six and seven letter words.
13	Eight and nine letter words.
14	Numbers and un-shifted punctuation marks.
15	Numbers and shifted symbols.
16	More numbers and punctuation marks.
17	Difficult numbers and symbols.